

(No Model.)

T. A. COLE.
PLAYING CARD.

No. 516,887.

Patented Mar. 20, 1894.

FIG. 1.

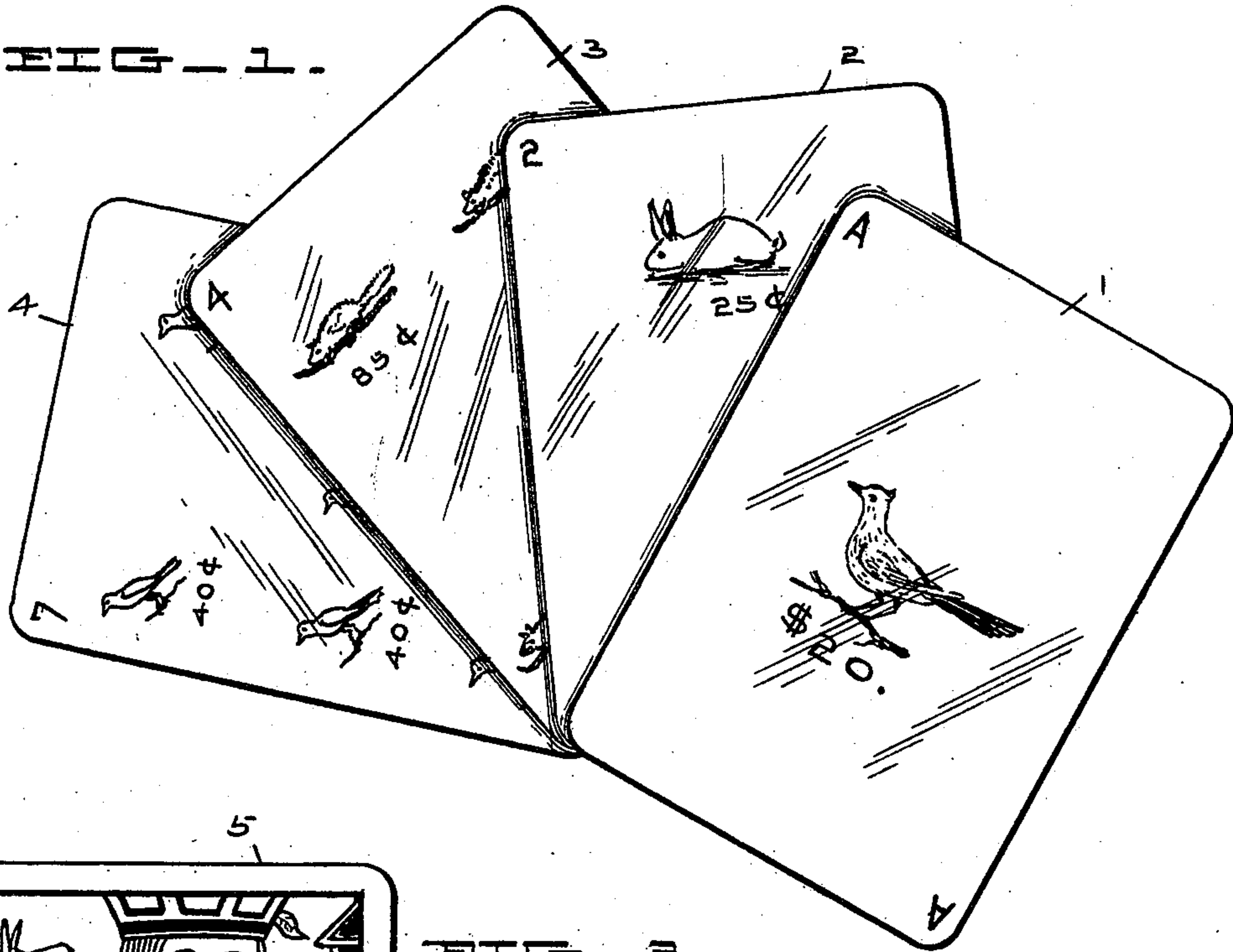
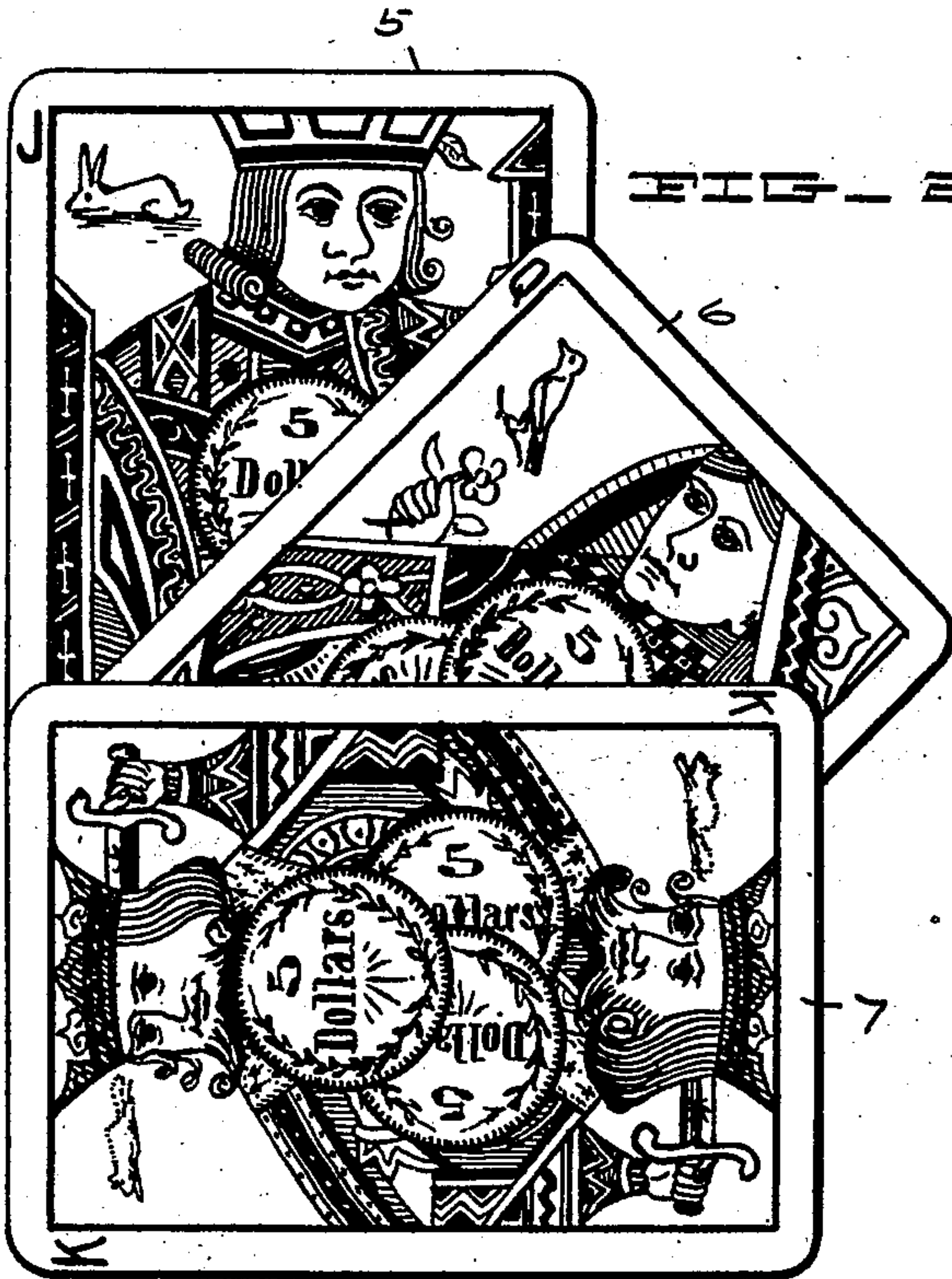


FIG. 2.



WITNESSES:

J. D. Neely.
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BY
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His ATTORNEY.

UNITED STATES PATENT OFFICE.

THOMAS A. COLE, OF INDIANAPOLIS, INDIANA, ASSIGNOR OF ONE-HALF TO
TITO M. LASH, OF SACRAMENTO, CALIFORNIA, AND JOSIAH P. PERKINS,
OF INDIANAPOLIS, INDIANA.

PLAYING-CARD.

SPECIFICATION forming part of Letters Patent No. 516,887, dated March 20, 1894.

Application filed September 22, 1893. Serial No. 486,252. (No model.) Patented in Canada November 8, 1893, No. 44,647.

To all whom it may concern:

Be it known that I, THOMAS A. COLE, of Indianapolis, county of Marion, and State of Indiana, have invented certain new and useful Improvements in Playing-Cards; and I do hereby declare that the following is a full, clear, and exact description thereof, reference being had to the accompanying drawings, in which like figures refer to like parts.

10 This invention has been heretofore patented by me in the Dominion of Canada, the number of the patent being 44,647 and its date of issue being November 8, 1893, and relates especially to a set of fifty-two playing cards
15 adapted to be used for the purpose of playing not only the games heretofore played with the old fashioned playing cards but especially many other games which afford beneficial amusement and information for the player.

20 An essential feature of my new set of playing cards consists in substituting for the insignificant artificial spots used in the old playing cards the illustration of some natural object, thing or person to indicate the suits. For
25 this purpose illustrations of birds, animals, astronomical bodies, noted persons or other real things or persons may be used.

Another essential feature of my new set of playing cards consists in placing on each
30 card under the illustration thereon indicating the suit or where the spots in the old playing cards are located, a term or figure indicating monetary or other value. Mere figures or terms of measurement will suffice for
35 this purpose, but monetary denominations are preferable for giving value to the cards. The purpose of thus giving to cards a monetary or numerical value is to exercise the player in rapid mathematical calculations as
40 he proceeds in the game. It is preferable, however, to use illustrations of objects possessing commercial value to indicate the suits, and place beneath them their usual monetary value, thus combining the two features above
45 described. By using objects of interest and information to children to indicate the suit, this new deck of playing cards will prove of very great value, not only familiarizing them with the objects represented, but especially

exercising them in rapid mathematical computation. 50

The whole deck of cards consists preferably of fifty-two the same number of suits and the same number of cards in a suit, as the old playing cards. 55

The nature of these cards will appear from the drawings forming a part hereof and the description following.

Figure 1 shows four of my new playing cards, their being one of each suit. Fig. 2 represents the face cards. 60

1 represents an ace containing in the center an illustration of a red bird and beneath it "\$20.00." All aces are given the same value, preferably twenty dollars, and they differ
65 only in the illustration distinguishing the suit, but the numerical value of the ace may be changed provided it be greater than that of any other card in the suit. The value of the red bird would be indicated on the other cards
70 of the suit as \$1.00, its usual commercial value.

2 represents a card of another suit having for its distinctive illustration a rabbit and reproduced two times in the same manner as the spots on the duce in the old playing cards,
75 and the value of it is twenty-five cents which is indicated as seen in Fig. 1. 3 and 4 are similar cards of other suits. Fig. 1 contains, therefore, one card from each of the four suits, but the suits each contain thirteen cards and
80 each card is made like the old playing card excepting in place of the spots in the old cards there is to be found an illustration of a natural object or person distinguishing the suit and a numeral placed under each illustration indi-
85 cating the value of the object.

5 is a jack having in its center a numeral indicating its value and in its corners an illustration indicating its suit. The value is preferably represented as shown, by placing a representation of a five dollar gold piece in the center of the card, showing the value of that card to be five dollars. 90

6 is a queen made like the jack excepting that it has represented in its center two five
95 dollar gold pieces, so that its value is ten dollars.

7 is the king of another suit and is like the

jack and queen excepting in its center it has three five dollar gold pieces represented, showing its value to be fifteen dollars. Any other location for the terms of the value of these
5 cards excepting the middle will suffice.

From this description of the cards composing the entire deck it will be seen that a great many games can be played, suited not only to the old but to the young, to the innocent
10 as well as to all others. By them the old games may be played in the old way, but a great many other games may also be played. For example to illustrate the usefulness of my
15 new deck of playing cards, a valuable mathematical game may be played in substantially the following way. Play the cards substantially as in the old game of "seven up," excepting that the game is counted by the numerical values stated on the cards, adding all
20 the figures thereon together. When one in this game begs he asks for so many dollars or so many hundreds or whatever the term of measurement may be. A ten spot will have for its value the value of all the objects illustrated on it combined. If there are ten birds
25 each marked a dollar apiece, the value of the card will be ten dollars. Throughout the game the players must add sums together and subtract and multiply them quickly. If the
30 value of the thing illustrated be eighty-five cents and that be marked on the card, the play will require very rapid calculation. When the player gets a nine spot, in order to know the value of it he must multiply eighty-five by
35 nine instantly in his mind. The same is true of the seven spot as well as all others.

Remembering that there are four suits each of different value and that there are ten cards in a suit, each also of different values and that

these values have to be calculated instantly 40 as the game is being played, one can appreciate the mathematical exactness and alertness necessary in order not to lose the game, and the training in rapid mathematical calculation it will give. Where the numerical 45 notation is in dollars and cents the mathematical calculations made will be similar to those made in ordinary business transactions, multiplying the value of each object by the number of objects on each card. 50

What I claim as my invention, and desire to secure by Letters Patent, is—

1. A deck of playing cards in which the suits are indicated by illustrations of objects possessing commercial value the number of 55 illustrations on each card in a suit differing, and the value of the cards is indicated by figures placed near each illustration showing substantially the commercial value of the object represented, substantially as shown and 60 described.

2. A deck of playing cards in which the suits are indicated by illustrations of real objects, the number of illustrations on each card in a suit differing and the value of all but the 65 face cards is indicated by figures placed near each illustration showing substantially the commercial value of the object represented, and the value of the face cards is indicated by representation thereon of current coins, 70 substantially as shown and described.

In witness whereof I have hereunto set my hand this 13th day of September, 1893.

THOMAS A. COLE.

Witnesses:

T. M. LASH,

J. P. PERKINS.